

Muhammad Danish Aiman

danishaiman@student.usm.my • (+60) 17-5372663 • [linkedin.com/in/danishayman](https://www.linkedin.com/in/danishayman) • github.com/danishayman

EDUCATION

Universiti Sains Malaysia

Bachelor of Computer Science (Honours)(Intelligent Computing) | CGPA: 3.42

December 2024

Relevant Courses: Programming Methodology, Algorithms & Data Structures, Artificial Intelligence & Machine Learning, Data Analytics Programming, Software Engineering, Database Design, Operating Systems

TECHNICAL SKILLS

Programming Languages: Python (Intermediate), C++ (Intermediate), JavaScript (Intermediate), R (Beginner), Java (Beginner)

Frameworks & Tools: Git, Docker, Scikit-learn, TensorFlow, React

WORKING EXPERIENCE

Part-Time Crew: Steward | Golden Screen Cinemas | Bayan Lepas, Penang

August 2024 - Present

- Provided exceptional customer service, ensuring a positive movie-going experience for patrons
- Assisted with crowd control, seating, and ensuring compliance with health and safety protocols.
- Demonstrated strong multitasking and problem-solving skills in a high-pressure, fast-paced environment

Phone Technician | Teenfix Studio | Teluk Kumbar, Penang

August 2023 - November 2023

- Diagnosed and repaired smartphones and tablets, ensuring fast service and high customer satisfaction..
- Managed inventory of parts and tools, ensuring efficient use of resources and minimizing delays in repairs.
- Provided technical support and customer education on device maintenance and troubleshooting.

PROJECTS

Law Firm Management System | Team Project

Collaborated with a team of 4 to develop a digital law firm management system using Java and XML for back-end processing and SQLite for database management.

- Developed a secure and efficient system for managing client and case data, replacing paper-based files
- Designed and implemented a user-friendly interface for data entry, case management, and document uploads

Medimate - Electronic Health Record (EHR) System | Team Project

Collaborated with a team of 5 to develop Medimate, an EHR system for Pusat Sejahtera USM, to replace outdated paper-based records, improving data accessibility, security, and efficiency in patient management.

- Designed the database and user interface for secure, real-time updates to medical records.
- Addressed data standardization issues, improving system compatibility and reducing errors.

LEADERSHIP EXPERIENCE

Hackathon Team Leader | USM Varsity Hackathon 2023

Led a team of 3 in a 24-hour hackathon to develop an innovative web application using React, Python, and SQLite.

- Coordinated task delegation, ensured adherence to project timelines, and facilitated collaboration between team members.
- Conducted code reviews and troubleshooting, ensuring the final product was functional and user-friendly.